

Listing Of Claims

1 – 63. (Cancelled)

64. (New) A method for use with a gaming system, the method comprising:

allowing a person to enroll in a cooperative gaming group;

establishing at least one rule for a cooperative game that can be played by the cooperative gaming group;

presenting the at least one rule to the person; and

allowing the person to un-enroll from the cooperative gaming group subsequent to presenting the at least one rule to the person.

65. (New) The method of claim 64, further comprising:

determining whether there is at least a minimum number of persons enrolled in the cooperative gaming group; and

allowing the cooperative game to commence if it is determined that the minimum number of persons are enrolled in the cooperative gaming group.

66. (New) The method of claim 64, wherein establishing the at least one rule comprises:

prompting the person to provide rule information; and

establishing the at least one rule based on the rule information.

67. (New) The method of claim 64, further comprising allowing the person to specify how much the person wishes to wager during play of the cooperative game.

68. (New) The method of claim 64, wherein the establishing of the at least one rule occurring following the allowing of the person to enroll.

69. (New) The method of claim 64, wherein the allowing of a person to un-enroll from the cooperative gaming group occurs following the presenting of the at least one rule.

70. (New) The method of claim 64, and further comprising providing the person with at least one rule prior to the allowing of the person to enroll.

71. (New) The method of claim 70, wherein the establishing of at least one rule includes changing the at least one rule.

72. (New) The method of claim 64, and further comprising allowing the cooperative gaming group to play a cooperative game, wherein the presenting of the at least one rule occurs during the cooperative game.

73. (New) The method of claim 64, further comprising:

presenting the person with a message informing the person that the person can enroll in the cooperative gaming group; and

allowing the person to indicate that the person does not wish to be presented with the message.

74. (New) A gaming system comprising a game controller configured to:

interact with at least one input interface of a gaming machine in order to allow a person to enroll in a cooperative gaming group;

establish at least one rule for a cooperative game that can be played by the cooperative gaming group;

interact with at least one visual display device of the gaming machine in order to present the at least one rule for the cooperative game; and

interact with the at least one input interface of the gaming machine in order to allow the person to un-enroll from the cooperative gaming group subsequent to presenting the at least one rule to the person.

75. (New) The gaming system of claim 74, wherein the game controller is further configured to:

determine whether there is at least a minimum number of persons enrolled in the cooperative gaming group; and

allow the cooperative game to commence if it is determined that the minimum number of persons are enrolled in the cooperative gaming group.

76. (New) The gaming system of claim 74, wherein the game controller is configured such that establishing the at least one rule comprises:

interacting with the at least one visual display device in order to prompt the person to provide rule information; and

establishing the at least one rule based on the rule information.

77. (New) The gaming system of claim 74, wherein the game controller is configured to interact with the at least one input interface in order to allow the person to specify how much they wish to wager during play of the cooperative game.

78. (New) The gaming system of claim 74, wherein the game controller is configured to:

interact with the at least one visual display device in order to present the person with a message informing the player they can enroll in the cooperative gaming group; and

interact with the at least one input interface in order to allow the person to indicate that they do not wish to be presented with the message.

79. (New) The gaming system of claim 74, wherein the game controller is further configured to establish the at least one rule after allow the person to enroll.

80. (New) The gaming system of claim 74, wherein the game controller is further configured to allow a person to un-enroll from the cooperative gaming group after presenting the at least one rule.

81. (New) The gaming system of claim 74, wherein the game controller is further configured to provide the person with at least one rule before allowing the person to enroll.

82. (New) The gaming system of claim 81, wherein the game controller is further configured to allow changing the at least one rule.

83. (New) The gaming system of claim 74, wherein the game controller is further configured to allow the cooperative gaming group to play a cooperative game, and wherein the game controller is further configured to present the at least one rule during the cooperative game.